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Subject: Re: Radar hack

Posted by [saberhawk](#) on Mon, 14 Jul 2008 05:18:53 GMT

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Stewie wrote on Sun, 13 July 2008 21:38: Can't you just detect what the server's mode is every few seconds, then have a ::Think action to remove all non-friendly units? oO

Negative, doesn't work that way.

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